FINAL GIRL

BOX OF PROPS RULEBOOK

BOX OF PROPS RULEBOOK

As you already know or will soon find out, Final Girl produces incredibly cinematic moments. Games, as with movies, are sometimes only as good as the quality of the production. In movies, detailed sets and realistic props are very important and the difference in bigger budget productions is clear.

Thanks to the backers of the Series 2 Final Girl Kickstarter, our production budget got a major lift. So, here is your Box of Props to enhance your components and your experience!

COMPONENTS

1 Horror Track miniature

1 Deluxe Bloodlust Marker

1 Deluxe Time marker

6 Ultimate dice

1 booklet of Desperate Deaths

1 Desperation die

1 Ultimate Dice card

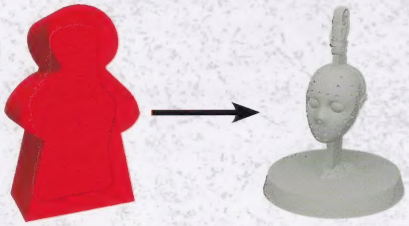
4 Final Girl cards

10 Signature Action cards

12 Deluxe Final Health tokens

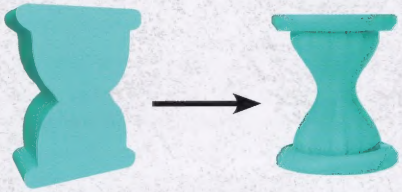
UPGRADES

Many of the components included in this box are pieces that UPGRADE the standard pieces found in the Final Girl Core Box. Replace the indicated components with the upgraded versions.



The **Red Killer Horror Track** meeple is replaced by the **Horror Track** miniature.

The circle **Bloodlust** marker is replaced by the **Deluxe Bloodlust** marker.

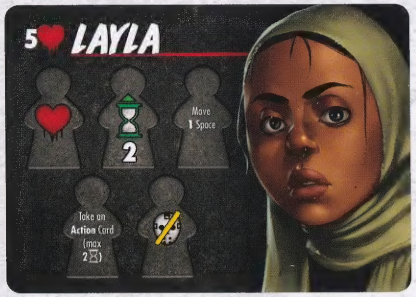


The **Time** marker is replaced by the **Deluxe Time** marker.

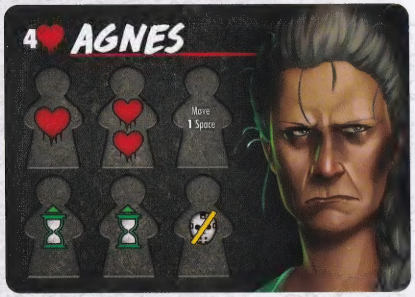
The cardboard **Final Health** tokens are replaced with the **Deluxe Final Health** tokens.

PROMO FINAL GIRLS

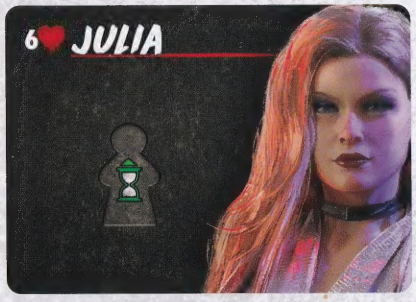
You can never have enough **Final Girls**! The Box of Props comes with **4** new **Final Girls** that can star in your next film.



Layla Khaira is one of the smartest of all of the **Final Girls**. She appears shy and timid to others, but underneath her hijab is a fierce and tenacious woman that knows what it takes to survive. **Layla's** ultimate ability makes use of the new **Signature Action** cards described later in this book.

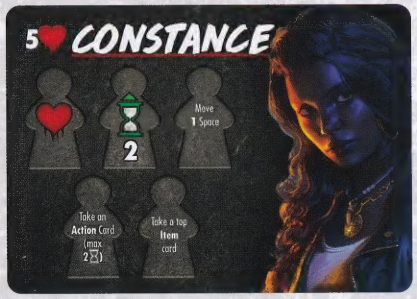


Don't tell **Agnes Crane** what she can't do. She's been doing everything "they" said she couldn't her whole life. She may be up there in age, but that won't stop her from becoming the **Ultimate Final Girl**. **Agnes'** ultimate ability makes use of the new **Ultimate Dice** described later in this book.



Julia Paris was bitten by a Casket Girl when she was 18. After a very brief adjustment period she embraced eternal death. Forty years of gluttonous indulgences and violent rampages followed, until at age 60 she fully committed to the Convent. At 70 she became an Arch Casket Girl, the youngest ever to receive the honor. By her 80th, however, she had been exiled, barely escaping with her life. But that's a story for another time.

Julia is a special character from our upcoming title The Dark Quarter!



Constance Moreau discovered magic as well as a talent for it, obsessively throwing herself into the study of the arcane. By age 12 she had the abilities someone thrice her age. At 15 she summoned her first loa. And now she is regarded as one of the most powerful magicians in all of Dark Orleans.

Constance is a special character from our upcoming title The Dark Quarter!

NEW COMPONENTS

The **Box of Props** includes some new and exciting components you can implement to vary your games of **Final Girl**.

THE DESPERATION DIE

This special black die can and *should* be used only in the most desperate of circumstances. It features **5** sides that have a success symbol and one side that has an ☠ symbol. Once per game you may choose to replace one of your red dice with this one for a single roll. Roll it with your other red dice (if any) based on the **Horror Level** and apply the result based on the icon shown.

Add **1** success to your total for the roll.

You immediately lose the game.

THE BOOK OF DESPERATE DEATHS

Did you just lose the game due to an all or nothing attempt with the **Desperation Die**? Consult the **Book of Desperate Deaths** and find the **Action** card you were trying to use when it happened. There you will find a paragraph detailing how you died.

SIGNATURE ACTION CARDS

These are new, unique **Action** cards that are meant to be a signature move of sorts. A special tool in the belt of your **Final Girl** she can make use of. Before starting a game, choose (or select at random) *ONE* **Signature Action** card to use for that game. Place it in the **Action** card Tableau as an additional card available for purchase. This card functions like any other **Action** card would (cycles back into the tableau after use, may be discarded for **Time** or to convert, etc.)

THE ULTIMATE DICE

The **Ultimate Dice** are SIX different custom dice that are an option for you when you unlock your **Final Girl's** Ultimate Ability. There is also an **Ultimate Dice** card that shows you which dice are eligible for you to take.

HOW TO EARN AN ULTIMATE DIE

When you save enough **Victims** to unlock your **Final Girl's** Ultimate Ability, you can *INSTEAD* choose to take an **Ultimate Die**! To do this, take the **Victims** you saved and place them on the **Ultimate Dice** card.

If you have **0-3 Victims** on the card (currently this only applies to **Julia**), you need to continue saving **Victims** until you have saved at least **4** to be eligible to take an **Ultimate Die**.

If you have **4 Victims** on the card, you may take *ONE* die from **Tier 1**.

If you have **5 Victims** on the card, you may take *ONE* die from **Tier 1** or **Tier 2**.

If you have **6 Victims** on the card, you may take *ONE* die from *ANY* **Tier**.

If your Ultimate Ability unlocks but you would like to save more **Victims** to get to a higher **Tier**, you can wait to take your **Ultimate Die** until you are ready, but you do *NOT* get to use your normal Ultimate Ability once you commit the **Victims** to the **Ultimate Dice** card.

Once you take an **Ultimate Die**, you are committed and that will be your **Ultimate Die** for the rest of the game.

HOW TO USE YOUR ULTIMATE DIE

Each **Ultimate Die** can be used when resolving an **Action** card to enhance the effects of an associated **Action** card. The normal **Action** cards are listed below, but use your judgment for deciding if you can roll your die with **Signature Action**, **Location Specific Actions**, and anything that may come in the future.

When resolving an eligible **Action** card, you will roll your **Ultimate Die** *IN ADDITION TO* your red dice indicated by the **Horror** level.

Then, depending on the result, you may add the effect from the **Ultimate Die** to the results. **Note!** You typically do not get the bonus from the **Ultimate Die** if the **Action** card result does not generate an effect of that type. For example, if you resolve a **Weak Attack** but fail, you would not get to add any additional damage rolled on the **Damage** die.

THE ULTIMATE DICE AND THEIR EFFECTS

TIER 1

Ultimate Health Die (used with **Short Rest** and **Long Rest**)

Recover one additional health for each heart shown. The result of the **Action** card must grant at least one to recover the additional health.

Ultimate Search Die (used with **Search**)

Draw one additional Item card for each card icon shown. This does not let you take an extra **Item** card, but it gives you more choices of what to take.

TIER 2

Time Die (used with **Focus** and **Distraction**)

Gain the indicated **Time** for each icon. This applies even if the result of the card is you lose time. So if you gained a **Time** from the **Time** die but lose one in the **Action** card results, the net effect would be that you neither gain nor lose a time.

Movement Die (used with **Walk** and **Sprint**)

You may move an additional space for each icon. The result of the **Action** card must grant at least one space of movement to take the additional movement.

TIER 3

Horror Die (used with **Focus**, **Distraction**, **Furious Strike**, **Critical Blow**)

Reduce Horror an additional amount based on the icons rolled. The result of the **Action** card must grant at least one to apply the additional reduction.

Damage Die (used with **Weak Attack**, **Furious Strike**, **Retaliate**, and **Critical Blow**)

You may add the additional damage for each icon. The result of the **Action** card must grant at least one in order to use the additional damage.

OPTIONAL VARIANTS FOR THE ULTIMATE DICE

- **Penultimate Dice** - Start with one **Ultimate Die** of your choice if you want an easier game.
- **Upgrade Dice** – Any time you save a Victim after you've selected your **Ultimate Die**, you may exchange your die for another type.
- **Ultimate Desperation** - You may remove your **Ultimate Die** from the game to use the **Desperation Die** a second time.